

YE OLDE SHOP OF CURIOS

(STOCK TAKE #241)



he following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

ARCHER'S SHADOW

Twin finger rings of blackened metal that are articulated at each joint. A strap carries down the back of the hand and wraps into the wrist.

Small etchings of skulls in metal emit dark smoke that wreaths a notched arrow.

Activation: Draw and release an arrow (cannot suppress the effects.)

- Requires attunement
- **Curse** - during the attuning process the wrist straps pierce skin and meld with the fore-arm muscles so that it cannot be removed.
- **Curse** - any arrow released towards the undead turns to ash as it leaves the bow.
- **Bonus** - a released arrow is infused with necrotic magic that can be used for *one* of the following per shot:
 - +2 to accuracy
 - +1D6 necrotic damage
 - increase range by 1/2 again

CLOCKWORK SEEKER

Metallic brass circular charm approximately 5cm dia with eight folded flat mechanical legs on the under side. There are arcane symbols on it's top that are enamelled in blue.

Legs extend and the etchings glow when in use. Item is held in a status above it.

Activation: Rotate a sliding outer ring and place an item on the symbols.

- Heads in a straight line towards the nearest material that matches the composition of the item placed on it.
- Emits a bright blue pulsing light when within 5ft of item and will only de-activate when the sliding ring is re-set.
- Moves at a basic 5ft over most surfaces. Will move 5ft to either side if presented with a barrier it cannot traverse.
- Cannot secure any item bigger than a 2.5cm sphere.
- Cannot swim, dig or fly. Can climb surfaces at 80° or less.

SILKEN GHOST

The shed skin of a spider held under a glass dome approximately 20cm tall and 15cm dia.

The jar fills with mist when activated that clears to show a large spider with legs folded tight to fit in the jar.

Activation: read aloud the inscription on the base of the jar. *"Silken ghost hear my voice, do my bidding you have no choice. I lift this lid and set you free, hear my words, listen to me."*

- The spider will do the reader's bidding to the best of it's ability
- It will dissipate into mist after an hour
- It takes 24 hours for the skin to re-form within the dome again.
- The spider's bite is poisonous, causing 1D3 damage and a CON save against paralysis (DC10)
- The web is sticky but can be broken with a STR check (DC10)
- AC10, 16HP and attack bonus of +3. Is susceptible to fire damage taking an additional 1D4 damage from any successful fire attack.
- It has no special means of communication

POISON PLATTER

Oval silver platter with a matching domed cover. Beautiful scene etched into it of a mighty banquet. On closer inspection the people around the table all have their faces on the table or are slumped in their chairs.

Dims: 35cmx20cmx10cm

Activation: Objects left undisturbed under the cover for a minimum of 8 hours.

- Hard objects get coated in a thin film that will inflict poison damage if get into someone. (eg bolts or arrows)
- Poison will be absorbed into any food without any obvious change to taste or appearance.
- Each mouthfull is considered 1 dose worth.
- Effects take 10-(victims CON Modifier) rounds to manifest
- Poison dissipates after 12 hours from being removed from under the cover.
- CON save (DC10) to avoid the following...
 - Each dose taken inflicts 1D4 damage
 - 3 doses - illness and 1/2 CON, DEX and STR until healed the damage taken from the poison
 - 5 doses - paralysis and 1 dose never leaves system: Permanent 1D4 reduction to HP and counts for future dose counts
 - 10 doses - heart stops. (Into death saves)
- "Doses" remain until fully healed (no matter if damaged from poison or not)

DEEP SEA BAND

A Solid 5cm wide bracelet made of some of supple leathery skin. There are impressed pictograms of some tentacle sea monster that wrap around it.

There are no catches or buckles; it stretches slightly to get on and off.

Activation: Specific hand/arm gestures and concentration. (1 round)

- Requires attunement
- Bracelet engulfs the hand and fore arm to form a long tentacle
- Grants an additional 5ft reach
- Has same strength as the wielder
- Can squeeze through gaps half as narrow as the wielder's natural arm
- Able to manipulate, wield and grip objects, but nothing that requires fine motor skills.
- Loss of concentration or more than 5hp damage to it will revert the bracelet to its original form. (Damage hurts wielder).
- Bracelet cannot be activated while it is damaged (heals 1hp/full rest)

SEASONS OF DEATH

Nice cut glass salt & pepper shaker with skull and cross-bones motif in a little silver holder. Contents smell dry and dusty like ancient coffins.

Activation: Shake over food stuff

- Consumption and eater has to make a CON save (DC10) or lose half their current HP and be ejected from body as ghost on the spirit plane.
- A successful CHA roll (DC10) when over their own body will re-unite them.
- Possession is a contested CHA roll at disadvantage.

CHAKRA'S PAINTBRUSH

A fairly ordinary looking artist's paint brush with a long wooden handle. The bristles are a coarse hair and come to a pleasing point.

Activation: dip in liquid and think on a specific colour

- Requires attunement
- The brush imbues the liquid with the pigment colour thought of and allows it to be painted with.
- The liquid will dry as normal, but retain the colour.
- Grants double proficiency bonus to artistic endeavours using it.

COIN PURSE OF THE MEEK

A small coin purse 12cm in size with a worn silvered latch. The cloth is showing through the swirls of coloured beading where some are missing.

The opening is only 10cm wide and opens 5cm - it cannot contain anything larger.

Activation: Think on a specific value or object and reach into the purse or tip it up.

- Requires attunement
- Can only be attuned to one person at a time - on un-attuning, all contents are sealed in it's own pocket dimension that is specific to that individual.
- Can only give out what has been put into it.
- Acts like a small '*bag of holding*'

THE CUP OF SAMUEL OVIE

A simple wooden cup with a waxed leather loop tied to a small hole in the lip.

There are no special markings on it other than the name carved into the base.

Activation: swirl contents for 6 seconds.

- Any contents are mashed, blended and mixed together.
- Solid materials get ground to dust (depending on how long it's swirled for)

BLOOD-BOND BINDING

One long length of pale supple leather from an unknown, probably extinct beast. Darkens to a rich mahogany colour when attuned.

Gives a sure grip when used as a binding to a weapon's hilt. (+1 to any roll against disarming)

Activation: Cut palm of hand (1D4) and concentrate for 1min

- Requires attunement
- Attuning process requires a cut of the palm and soaking of the binding in wielder's blood. (1D4) This lowers the maximum HP by this amount while attuned.
- Item binding is attached to can be summoned to the attuner's hand, as long as it is on the same plane of existence.
- Item slowly dematerialises from its current location and rematerialises in the hand.
- The start location of the item needs to be completely motionless during summoning or only the binding will be summoned. (No living creatures)
- Binding becomes un-attuned when summoned this way.